

AETHER RAVE

aetherRAVE

The aetherRAVE is a combination cyberspace and party. We've tried to visualize what we think the 'info highway' can be - a 'database' to roam around in - while at the same time keep it fun and entertaining. The MediaBand database will grow and evolve over our next few CD-ROM's, with each one featuring new interactive music pieces that will continue to 'push the envelope.'

The aetherRAVE provides a wrapper for UnDo Me and House Jam and enables the user to explore the six rooms and associated spaces. The aetherRAVE has no particular plot or storyline that drives the interactivity, but just the instincts of an inquisitive user! Each room of the aetherRAVE provides a different type of interactive experience and different musical theme. The whole place starts rocking when you start to move your mouse over hot spots that trigger solos on top of the groove! So no matter what, when in doubt, move your mouse!

And don't forget to listen to our CD-audio track
that we've put on the disk for you!

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CD-ROM

MEET THE MEDIA BAND



TEEN
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AGES 13+

CANTER
TECHNOLOGY

PHILIPS

The Main Menu of the aetherRAVE looks down on the six rooms which make up the Meet MediaBand aetherRAVE (we call it CD ROM). There are very recognizable columns that appear to be bowling pins from above that separate each room. As in the entire MediaBand environment, just moving your mouse reveals a lot of great artwork and animation. By moving your mouse between the columns, a certain color will glow to signify the area you can move to - choose which one, click your mouse, and you are there...

One way of navigating through the MediaBand aetherRAVE is by moving your mouse to the right or left hand sides of the screens, at which point your cursor turns into a hand pointing to the left or right. When you click it, you will move to the room directly next to where you are currently located. You can continue to move around the aetherRAVE this way, eventually coming back to where you started from.

The other way of navigating through the aetherRAVE is to use the pop-up menu to jump to exactly where you want to go. In most of the MediaBand screens, you will find a pop-up menu in the upper left hand corner of the screen. It also includes basic housekeeping functions such as Sound, Credits and Quit. Just move your mouse there, and click. In the Main Menu the pop-up menu has been divided up into four sections, with each one in the four corners of the screen. There are no pop-up menus in any of the Archives contents or in UnDo Me or House Jam.

You can return to the Main Menu by clicking in the upper portion of any aetherRAVE room screen the cursor will change to a hand pointing up. An inverted version of the Main menu is also available by moving your mouse to the bottom portion of the screen, and clicking (which should change the cursor to a hand pointing down). This inverted Main Menu has all the functionality of the real Main Menu, but with faster animation, sound effects and interactivity tricks.

Random access is accomplished by holding down the alt key and clicking where you would normally click. This will cause the branch, jump or selection to happen immediately, allowing the user much more interactivity and direct control over the piece.

The aetherRAVE environment can be performed by rolling, clicking and scratching your mouse over the various rooms of the aetherRAVE. The Stage room approaches actual interactive music, while the Smart Bar, SWAG and Tekno Room come close. Click on things, roll over them and have fun. The Archives is more like a meditative quiet room; a shelter from the roar, but it also has various interactive controls to trigger and change music.

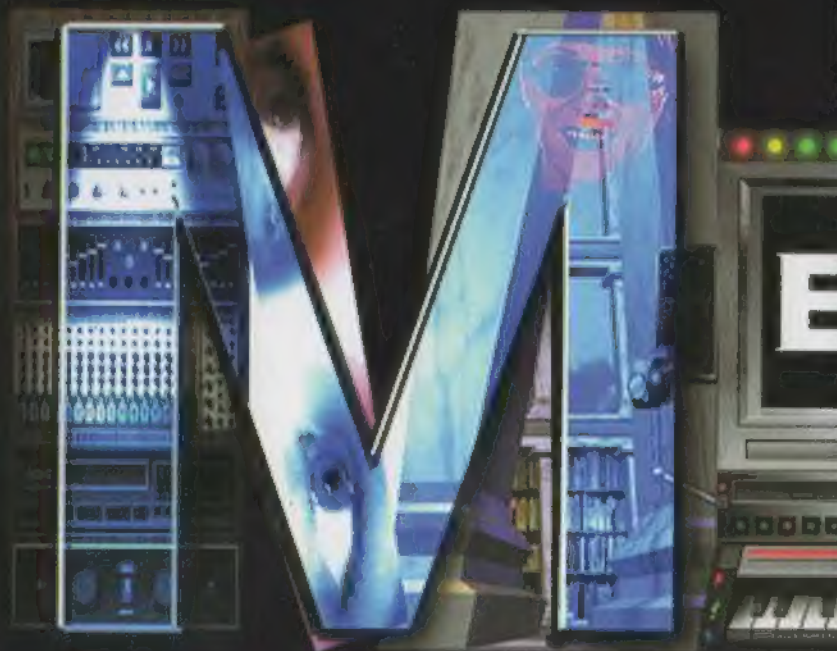
There are a number of shortcuts throughout the aetherRAVE and it's associated rooms. The main shortcut is the Pop-up menu, which allows you to navigate throughout the CD-ROM. There are several other shortcuts in the aetherRAVE that are accomplished by holding down the alt key and clicking or holding down the option key on Macs. Other shortcuts include using the alt key to get out of the Archives antechamber. From the main four chamber Archives screen, hold down the alt key and click on the bottom of the screen, and you will be returned to the main Archives menu - skipping over Archives antechamber. You can also use the alt key during the very first introductory animation screen to see Jim Collins or the control key to see Marc Canter!! Holding down the shift key during the intro animation will turn your mouse into a paintbrush.

In UnDo Me there are a number of other power user techniques that can be accomplished by using the Beek key. Alt-clicking on the boyfriend will jump you into that episode without having to hear the introductory verse. Alt-clicking on Lili will let you rewind instead of having to hear the entire song. Alt-clicking on the fire or ice will let you go immediately to the next verse. You can immediately go to anywhere in an episode by alt-clicking on the frame you want to go to without having to wait for the introductory verse. During the chorus, if you alt-click the fire or the ice it immediately goes to the next verse.

UnDo Me in the Stage room. In the default mode, all musical phrases are completed before any interactive branches occur. In other words interactivity does not interrupt the flow of the song.

CREDITS

MediaBand is: Marc Canter, Jim Collins, Stuart Sharpe,



Kelley Gabriel, Chris Watkins, John Sanborn, Mark Shepherd,

Allison Prince, Michael Kaplan.



AND ALSO:
Jamie Flanagan
Video Free America
Brian Zee
Roger Jones
Howard Berman

ALSO FEATURING:
Richard Zonar
Steve Ellison
Tony Bove
Lynda Williams



UnDo Me is the world's best true interactive music video. Unlike "real life," here you can "UnDo" relationships that don't work. You choose one of four relationships to follow.

The user is invited at the chorus point of the song to help her make key decisions about each relationship as it progresses.

There are a total of four relationships in UnDo Me, and they are represented by a picture of each boyfriend at the beginning of the song. After an introductory segment the user is given an opportunity of selecting one of the boyfriends to "date" and the ability to alter that relationship. The Blinking Fire or Ice icons give the user the ability to choose between either a passive or aggressive approach at each point in the relationship. At any time the user can also pause the song, browse through the song's "undo" the friend and that relationship by clicking on UN. This rewinds the story and drops you at the opening verse of the song. During each chorus the user clicks on Fire or Ice to control the "direction" of the relationship. After the chorus, the selected branch becomes the next verse and the whole process repeats a second time. With four relationships and two sets of verse, chorus, branch combinations; there are a total of 35 different endings of UnDo Me. Unlike a regular music video which lasts about four minutes,

UnDo Me has a total of 26 minutes of source material, which can make the song last for a very long time. A user can browse back through the story, by clicking on any of the small "spandrels" from the relationship icons that appear at the bottom of the screen.

The Stage Room of the aetherline is where you and the interactive music videos produced by MediaBand. These works are original, self-composed, conceived, choreographed, produced and programmed by the Archivists.

Our first two interactive pieces: UnDo Me and House Jam can be accessed from the Stage area by clicking on the curtain. You will then be able to click on one of two hands that appear to launch either UnDo Me or House Jam.

House Jam is a completely different

kind of interactive experience. UnDo Me is something to pay attention to and think about.

House Jam is something to dance to... while being interactive and intuitive. House Jam's user interface is a video game... anything that moves is LIVE.

There are four pseudo-continents that represent different approaches to animation, music and interactivity. By clicking on a continent you are thrown into a rush of images, sounds and abstract relationships. You can return to the main menu by clicking in the bottom right hand corner of the screen. Clicking in another corner directly links you into another continent.

North America is sort of like being a DJ and VJ at the same time. Here different sections of music and animation are branched between, allowing the user to mix it up and rub-a-dub. All of the music stays on the beat and you can mix for hours. Look for a couple of "hidden" sections and click on each image you see (even if it's repeated) for all the possibilities.

South America closely resembles a video game in that the music stays on one groove, but clicking on individual faces triggers various sampled sounds that are associated with those particular images. The interactivity unveils multiple layers of "storylines" so try and click on some images repeatedly to get "deeper" into the section.

Culture is no longer the possession of one race that creates it, but a shared language and asset that is borrowed, borrowed and borrowed. House Jam says that we are all in this thing together and we'd better learn to jam along together.

Eurasia deals with issues of language and meaning. Each culture has its own word for HOUSE or "home". By clicking on each word (House, Casa, Haus, etc.) you trigger various snippets of that language and display examples of the dwellings associated with the culture. The interactivity is simple and it doesn't change the music at all.

Africa is a sublime synchronized motion that combines many of the aesthetics of the three previous continents. In Africa the music stays on the beat, as the animation changes with the groove.

The Day room of the Archives features the work of John Sanborn, Marc Canter, and some of the original MediaBand and animated business plan and pitch. John Sanborn is the director of MediaBand and an internationally known video artist. By clicking on any of the 10 "windows" in the room, you will start a QuickTime movie or animation.

The Night room of the Archives features additional excerpts from the MediaBand's original business plan and pitch. By clicking on any of the 10 "windows" in the room, you will start a QuickTime movie or animation.

The Archives are open to everyone and work on any Macintosh or available for viewing. Basically this is where I have the documents for the entire MediaBand archive. Not all of these are on-line however. When entering the Archives you'll notice that they also have a multimedia and interactive database. By moving your mouse around you'll be able to trigger various multimedia elements, and by clicking on the other rows of books you'll move into the different sections of the archive.

The Librarian will follow your mouse movement around and tell you to shhhogosh (this is good shhrrrr) and allow you to move forward into the actual Archives chambers. On the right hand corner of the chamber features a guardian "hand of God" which is the Archivist's hand.

day, night, sunrise and sunset. By clicking on the color scheme of each room, that room of the Archives will be launched. Once inside one of the Archivist's rooms, you can move between each room, by clicking on the right hand side of the room.

The Sunrise room of the Archives features the work of Stuart Sharpe, a member of the MediaBand, one of the original employees of MacroMind and a long time collaborator with Marc Canter. By clicking on any of the 10 "windows" in the room, you will start either an animation, QuickTime movie or interactive presentation created by Stuart over the past 6 years.

The Sunrise room of the Archives features the work of Stuart Sharpe, a member of the MediaBand and formerly Director of Photography artist. By clicking on any of the 10 "windows" in the room, you will start one of the 10 QuickTime movies Jim has archived here. They are all untitled.

SWAG SHOP

TEKNO ROOM

Each need wants one of 16 different notes or sounds. Try and catch them. They're pretty sweet!

Click

on any of the three windows to get some fun sounds, and click on the kids themselves to get a preview of another Carter Technology project (Macaroni Man). There's also a ball rolling around somewhere to play with.

if you can find it!

Click

on any of the folks to hear what they have to say.

These folks are all a part of our industry and are concerned with the price of RAM,

which customers will win for next

and which comes back into the "Guns" area.

and why Apple can't afford the Mac OS market.

They're also very upset over the lack of standards in set-top boxes.

There are over 40 things to click on.

is also included.

There's also a bunch of symbolic images to find and click on as well.

KID'S R OOM

The Kid's room is a precursor for things to

come.

SMART BAR

The Smart Bar is a place where you can hang out, down a few drinks and, as this young child, meet interesting folks in the Smart Bar, including a wise guy bartender named Tony Bove.

There's lots